



Money Trouble

Lines of credit cut!?

- ◆ *Rogue* and *Seeker* investigators are able to find a ready source of cash at short notice.
- ◆ All other investigators must search the collection for a copy of the Money Trouble weakness and add it to their deck. This card does not count towards deck size.



Ambush!

Run off the road and under fire!

- ◆ One investigator with the highest must choose:
- ◆ *I'll hold them off!* Search the collection for a copy of Internal Injury and add it to your deck. This card does not count towards deck size.
- ◆ *We can take them together!* Each investigator takes 1 damage at the start of the next scenario.



Intrusion from Beyond

Encounter with the Indescribable.

- ◆ One investigator with the highest must choose:
- ◆ *My mind is strong enough!* Search the collection for a copy of Amnesia and add it to your deck. This card does not count towards deck size.
- ◆ *I need your help to resist this.* Each investigator takes 1 horror at the start of the next scenario.



Psychic Assault

The dreams seem so real...

- ◆ *Mystic* and *Survivor* investigators are able to resist the psychic intrusion.
- ◆ All other investigators must take 1 mental or physical trauma.



The Worm that Walks

Soon it will manifest...

ASSET

- ◆ *Seeker* and *Mystic* investigators are able to sever the mental link to the horror.
- ◆ All other investigators must search the collection for a copy of the Worm that Walks weakness and add it to their deck. This card does not count towards their deck size.

Illus. Marcen Surina

5 / 10

45



Shadowy Figures

Followed by agents of Twilight.

ASSET

- One investigator with the highest must choose:
- ◆ *I can lose them... I think.* Search the collection for a copy of Paranoia and add it to your deck. This card does not count towards deck size.
 - ◆ *Let's split up and regroup later.* Each investigator begins the next scenario with 1 fewer card in their starting hand.

Illus. Fangio

3 / 10

43



Ichtyophobia

Wet footsteps follow you...

ASSET

- ◆ *Guardian* and *Survivor* investigators manage to lose the fiend and avoid a close encounter.
- ◆ All other investigators must search the collection for a copy of the Ichtyophobia weakness and add it to their deck. This card does not count towards deck size.

8 / 10

8



Shambler Attack!

The air shimmers and warps.

ASSET

- ◆ *Rogue* and *Guardian* investigators sense something unusual and fend off the creature.
- ◆ All other investigators must take 1 mental or physical trauma.

7 / 10

47



A Suspicious Lead

But what will it cost?

ASSET

One investigator with the highest must choose:

- ◆ *Let's see where this rabbit-hole goes...* Search the collection for a copy of Haunted and add it to your deck. This card does not count towards deck size.
- ◆ *It's probably nothing.* The next scenario begins with 1 additional doom on the starting Agenda.

Illus. Tegelhel

9 / 10

49



Horror from the Sky

A close encounter!

ASSET

- ◆ Each investigator must take 1 mental or physical trauma.

Illus. Doumen

10 / 10

50





TREACHERY

Ichtyophobia

WEAKNESS

Madness.

Revelation – Put Ichtyophobia into play in your threat area.

Forced – At the start of your turn: Take 1 horror if you are engaged with a *Deep One*.

➤ If you defeated a *Deep One* this turn: Exile Ichtyophobia

1/1 51



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Money Trouble

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Flaw.

Permanent.

Forced – The first time you gain resources each turn: Place 1 of them on Money Trouble instead of in your resource pool.

⚡ If there are more resources on Money Trouble than cards in your hand: Exile Money Trouble.

Illus. Scott Campbell

1 / 1 52



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Illus. Scott Campbell

1 / 1 52

Worm that Walks

WEAKNESS

3

3

2

Monster. Humanoid. Resurrected.

Hunter.

Worm that Walks cannot be damaged by investigators that are not engaged with it.

When you defeat Worm that Walks: Take 1 mental or physical trauma. Exile Worm that Walks.

ENEMY

Illus. Marcin Surma

1 / 1

53

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Unexpected Ally

ASSET

Permanent.

Exile Unexpected Ally when purchasing an *Ally* card: Reduce the experience cost of that card by 2.

Word of your efforts attracts a likeminded soul.



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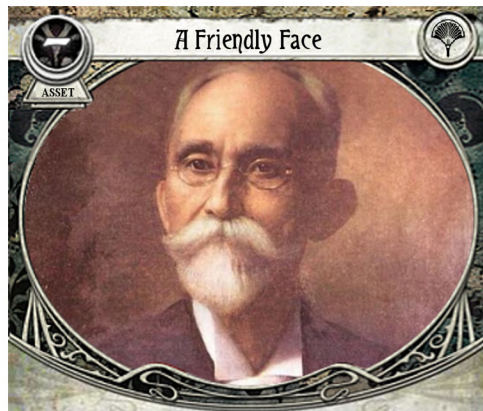
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A Friendly Face

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Exile A Friendly Face: Choose one:

- ◆ Heal either 1 Physical or Mental Trauma.
- ◆ Remove one non-signature *Madness* or *Injury* weakness from your deck.

During your travels, a distinguished Doctor offers his services.



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Unexpected Gift

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Exile Unexpected Gift when purchasing an *Item* card: Reduce the experience cost of that card by 2.

A wealthy Patron has heard of your efforts and sends a gift with their regards.



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